

FIG. 1

F I G. 2

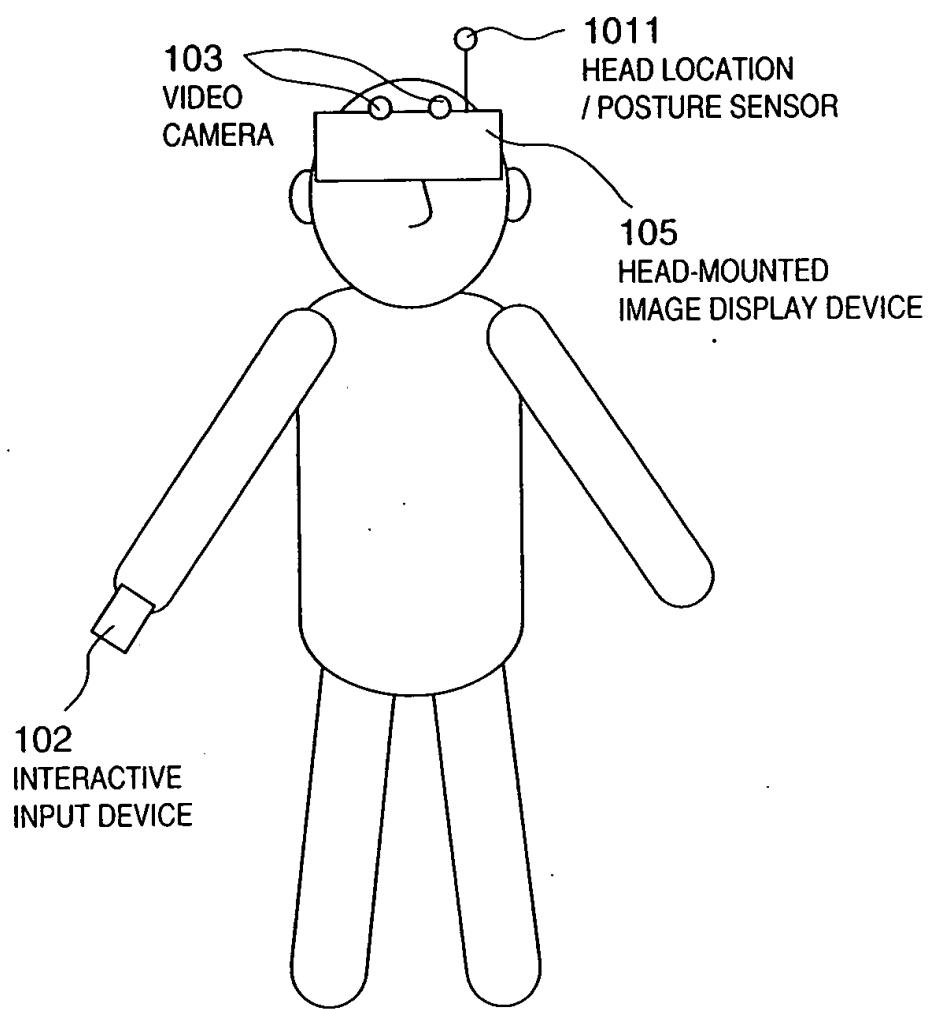


FIG. 3A

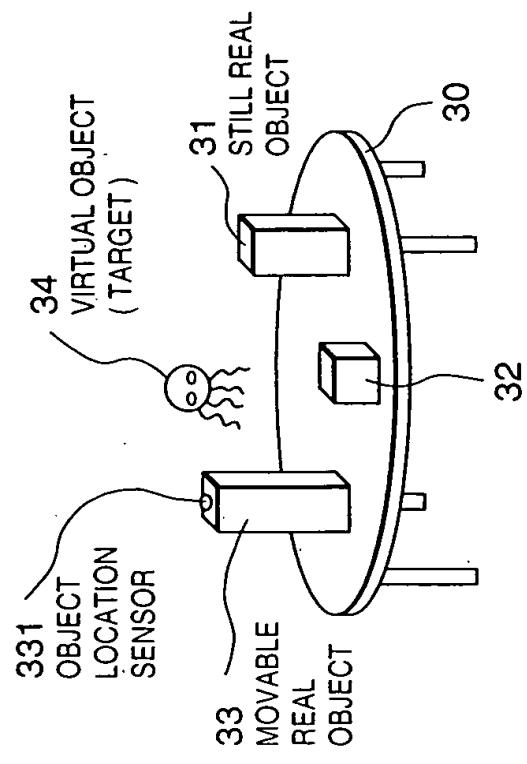


FIG. 3B

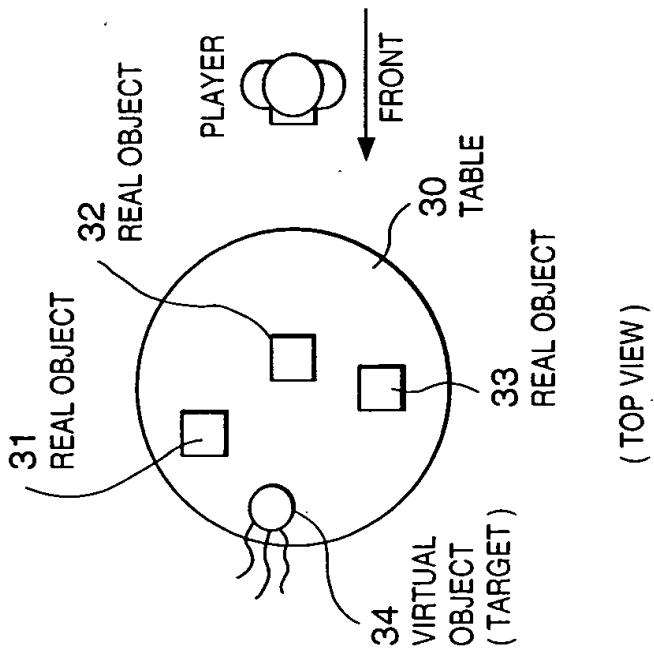
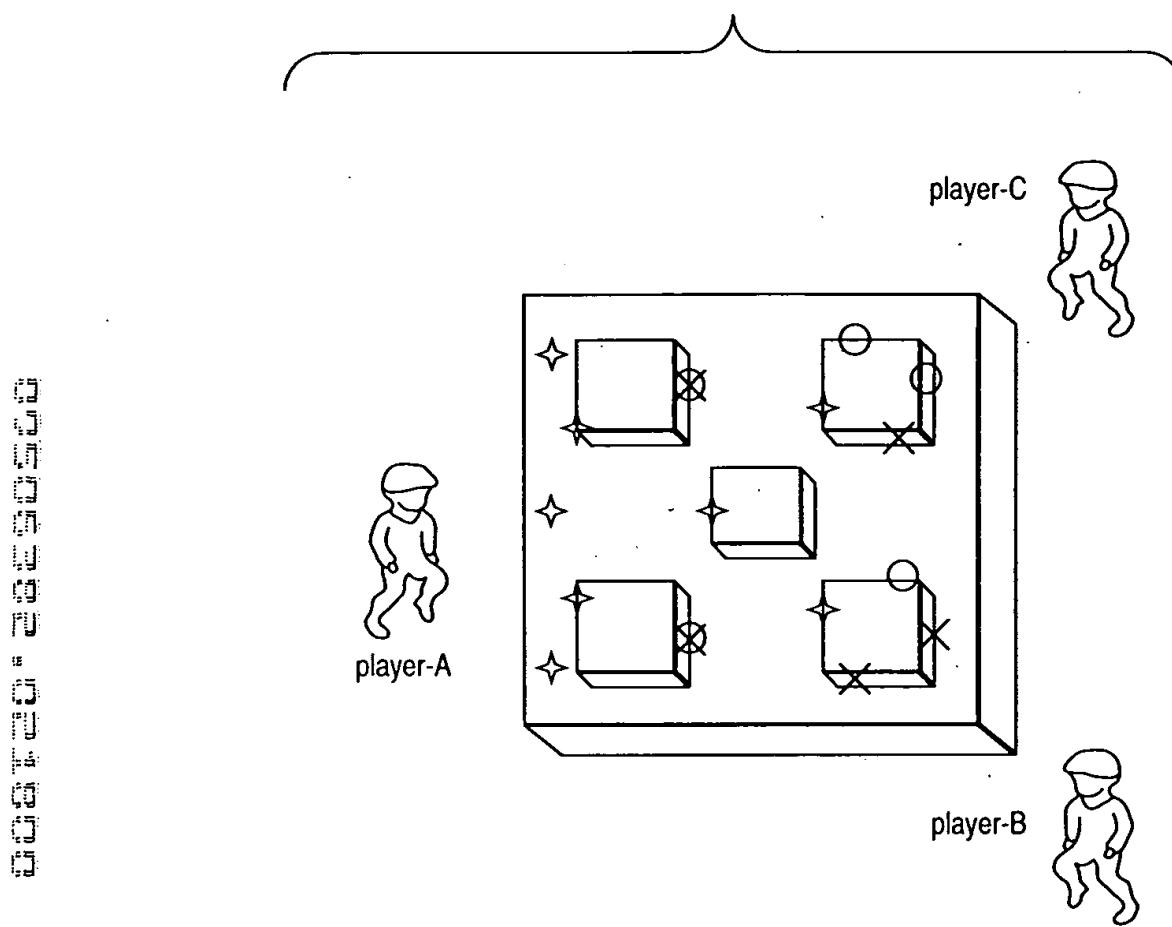


FIG. 4

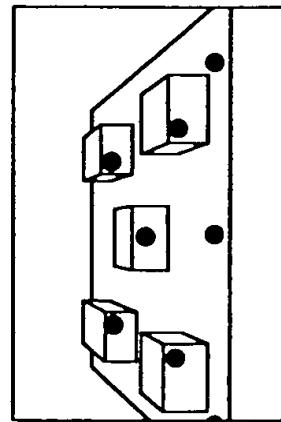


★ : MARKER FOR player-A

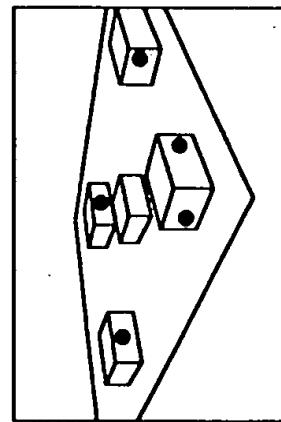
X : MARKER FOR player-B

O : MARKER FOR player-C

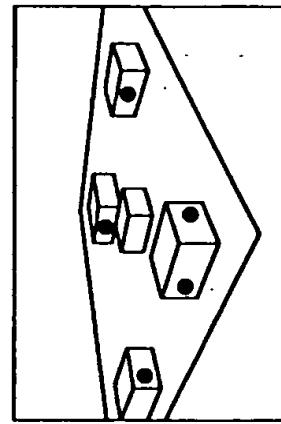
FIG. 5A **FIG. 5B** **FIG. 5C**



MARKERS ARE SEEN
FROM VIEWPOINT OF player-A

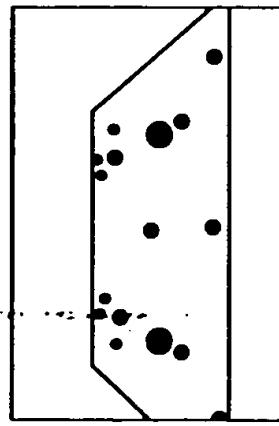


MARKERS ARE SEEN
FROM VIEWPOINT OF player-B



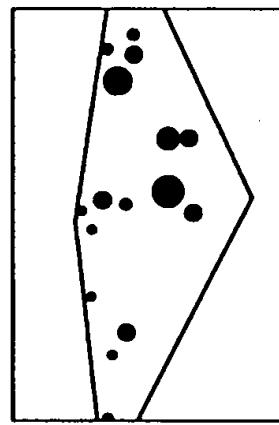
MARKERS ARE SEEN
FROM VIEWPOINT OF player-C

FIG. 6A



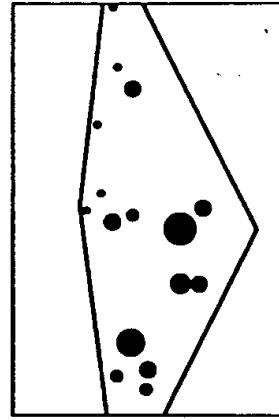
MARKERS ARE SEEN
WHEN NO OBSTACLES ARE USED

FIG. 6B



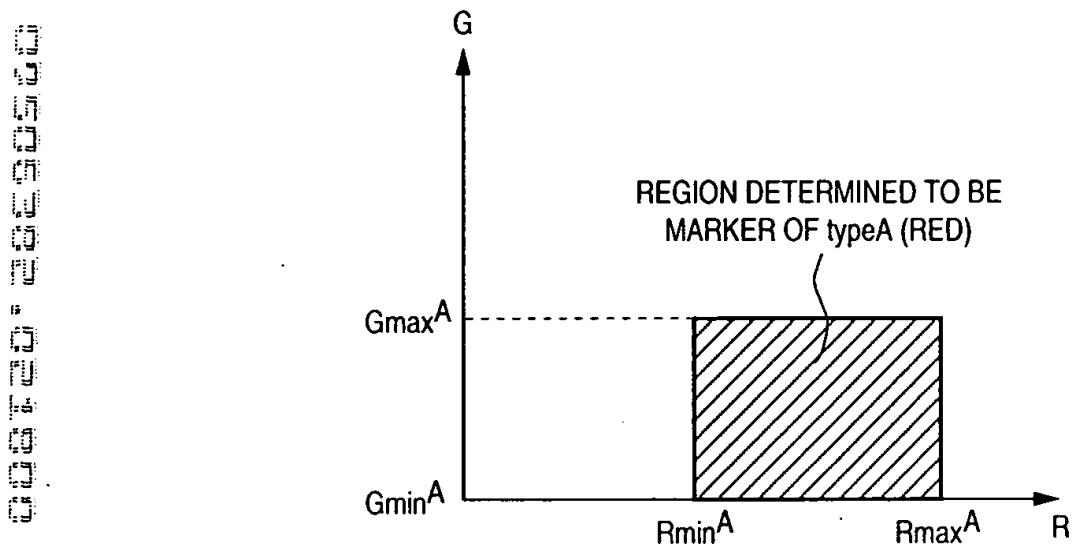
MARKERS ARE SEEN
WHEN NO OBSTACLES ARE USED

FIG. 6C



MARKERS ARE SEEN
WHEN NO OBSTACLES ARE USED

FIG. 7



F I G. 8

S700 S701 S702 S703 S704 S705

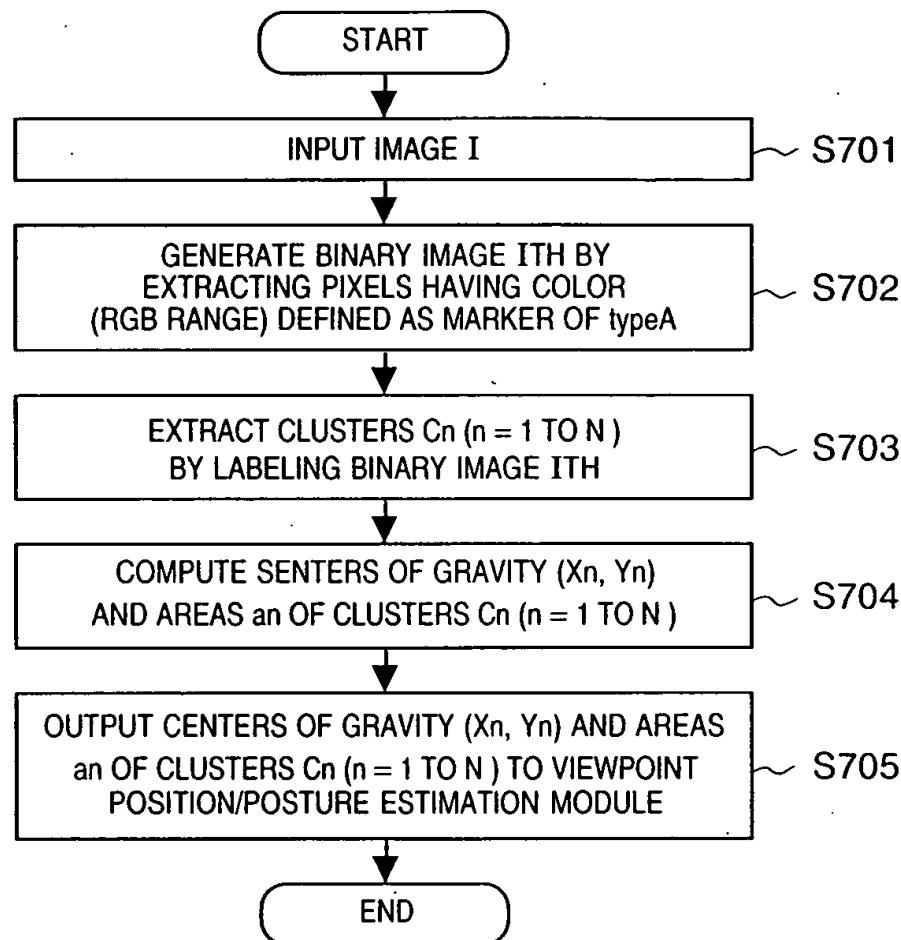


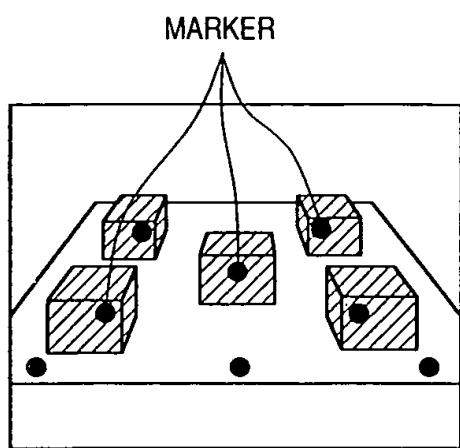
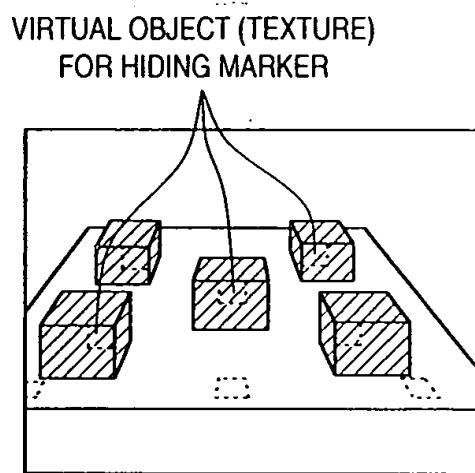
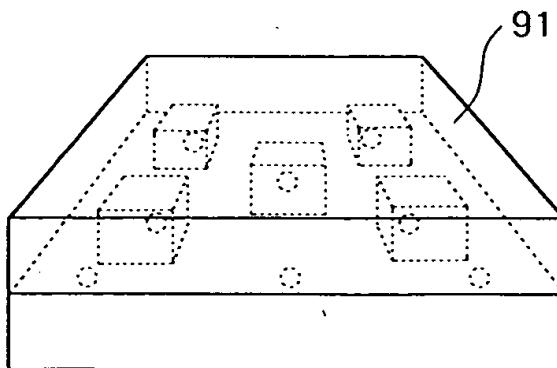
FIG. 9A**FIG. 9B****FIG. 9C**

FIG. 10

